A couple of days late - and not even an apology ! The last few weeks have been spent almost exclusively getting DOO DAH into
shape. Some able testing by several helpful meddlers has speeded it along, and I am now certain that that the "launch" date
of MARCH 16th. will be met. Details of DOO DAH later.
Program news amounts to 46 new reports in total, the advent of a really nasty MASTERTRONIC loader used on HYPERBOWL, NINJA,
FLYSPY and a couple of others. There is NOT an automatic way to do them, an external interrupt is a must. We have cracked
them all - and they are all specials. For the technical, the loader wipes across the STACK area and leaves a replica of the
file at &0000 (destroying any chance of using any intercept routines) and &C000 . The address stored at &bd17 is extracted,
reduced to a direct LOWER ROM address, and stored (usually at &00ff) for later recall. The "hairy" and unreliable tape
loading system then takes over. On completion of loading, HL is loaded with the start address stored high in a screen address
(&ffXX) and a short routine is then transferred to &C000 which is jumped to, the adress previously stored at &00FF is pushed
onto the stack, the routine enters the lower ROM and the return pulls in the pushed adress thus initiating the reset of MC
START PROGRAM, with HL holding the start address, direct from ROM. For all that paranoia,the loader is unreliable, can be
cracked, and the author of the routine who is paid a huge sum SHOULD produce something uncrackable ! The fun of the month has
been created by a huge number of "new" meddlers - who are dismayed to find that having RAMDAMMED a program, tested it with
the appropriate RUNNERA/B, find that RENAMEQ leaves them with a non-runner ! I've even been accused of producing a program
that only works ONCE ! All the files from BSM should be transferred with RELOCATION "OFF" - the RUNNERA/B program works when
relocated, but RENAMEQ puts the filenames to where RUNNERA/B should be, and resaves from where it should be - and it's not !
A computer to taperecorder lead WITH A WORKING REMOTE connection is ESSENTIAL - and that applies to using BSM and just
running games from tape. READ ERRORS A/B are not, and cannot, be created from OPTION 1 simply because BSM is in memory.   They
CAN be caused if your tape motor cannot be momentarily shut down between blocks !
NEWSLETTERS & SPECIALS, I have some "RADICAL" changes to be made ! The original intention of "free" newsletters can only
be maintained if they stay at their original size - about 2 pages. The current trend is leading to 6 or more pages - which
take a lot of time compiling, and now cost quite a lot in copying costs. Issue 8 was sent to over 1000 existing "meddlers" !!
From issue 10 onwards ALL WAFFLE, BIGBUSTS, EXTRAS , SUNDRIES, POKES, TIPS, and "PLUGS" etc., will cease in the interest of
producing an economical and less time consuming source of information. After all, there are numerous user clubs magazines
much more readable than oversized "newsletters" ! "SPECIALS" - these are also time-consuming; I never look for a profit from
services such as the NEWSLETTERS and "SPECIALS", on the other hand I don't want a loss ! "SPECIALS" will now be on a disc
that NEMESIS will supply, at £6.00 per disc, irrespective of the number of programs transferred to it. The inlay card is
still required, and postage is included in the £6.00 fee. Be careful to estimate the amount of space needed for each program
- I shall treat a list of requirements in the order given until the disc runs out of free space. This being the last of the
"wordy" newsletters, we have a 42C [BIG BUST] for TRAILBLAZER, details of Neil MacDougall's "automatic" BANKRAID which
caused quite a stir in NEWS 8, and all the usual "bits and pieces", plus a special offer of DOO DAH at £2.00 off - valid for
ADVANCE orders only. The overall plan is to leave me with more time to produce programs, which is where I try to earn a
living ! *SPECIAL THANKS* to Riaz Husain of Luxembourg who has sent a superb up-date of the 200+ list, which will enable me
to produce a VERY comprehensive up-date in half the time ready for the next issue.

OPTION 1 STANDARD TRANSFERS. Most recent reports are,MUNCHER (Bubblebus),MAGIC MATHS(Players), SEABASE DELTA,BORED OF
THE RINGS, 4TH.PROTOCOL, S.A.S.ASSAULT, ESCAPE FROM KHOSHIMA, ADVENTURE QUEST, THE HOLLOW, SHADOWFIRE, DEATHPIT, HARDBALL,
BUGSY1 & 2, ROGUE TROOPER, SHADOWFIRE, ALL "TRIO EDUCATIONAL" (MacMillan), ZFLINT, BATTLE FOR GERMANY, REDCOATS, ROOSTER
RUN, THE IMAGE SYSTEM, BOMBJACK 2, HIRISE (Bubblebus re-issue), THE RAPIDS. STRIKE FORCE HARRIER.
I've finally seen a copy of SPELLBOUND, and have a loader for it just as transferred by OPTION 1. HARDBALL should be
transferred RELOCATION "OFF", and the loader for it re-locates AMSDOS workspace to allow for the extra long file. BOMBJACK 2
needs the same simple alterations to the basic loader as IKARI WARRIORS (news 8), and DEATHPIT simply needs
OPENOUT"D"/CLOSEOUT around the MEMORY command. I nearly had a loader for SHADOWFIRE, but a vital part of it is missing -
it'll be in NEWS 10 if you fail to sort it out. AMSOFT HANDICAP GOLF - the large basic file takes up far too much room to run
in the reduced space of a disc system. The cure is to (takes ages) remove all "surplus" commands until it fits - much the
same as THE WILD BUNCH. For BATTLEFIELD GERMANY just delete the "WHICH 1" file. HEARTLAND- the "mod" in the loader given in
NEWS 8 failed after the first level ! Closer examination of the file showed it to be overwritten,the revised list should last
all through ! KNIGHTLORE is appearing again on compilations, still failing to close the files ! The loader from an ancient
news is listed for completeness.
HARDBALL LOADER
```
1 REM HARDBALL OPTION 1- reloc off
10 CALL &bbff:MEMORY &7fff:FOR x=&be80 TO &be8e:READ a$:POKE x,VAL("&"+a$):NEXT:LOAD"hardball":CALL &be80
20 DATA 21,00,b1,11,fc,ab,0e,7,cd,ce,bc,c3,00,80,0
```

SPELLBOUND LOADER
```
1 REM spellbou.bak modified:reloc.off:save this as SPELL. delete BAK.
10 BORDER 0:INK 0,0:INK 1,26:INK 2,5:INK 3,9:MODE 1:MEMORY 8000:LOCATE 10,10:PRINT "SPELLBOUND is LOADING"
15 OPENOUT"d":MEMORY &329:CLOSEOUT
20 LOAD "!sprog":LOAD "!loader",&32a:POKE &333,3:POKE &330,8:POKE &2727,3:LOAD "!scode":CALL 10000
```

NEW "HEARTLAND" LOADER

```
10 MODE 0:READ D%:BORDER d%:FOR N%=0 TO 15:READ D%:INK N%,D%:NEXT
20 OPENOUT"!D":MEMORY &1fff:CLOSEOUT
30 LOAD"!HEARTPIC",&c000: x=1
40 RESTORE 100:y=&bf20:WHILE x<>0:READ x:POKE y,x:y=y+1:WEND
50 LOAD"!KIM",&2990
60 POKE &78f4,&cd:POKE &78f5,&20:POKE &78f6,&bf
70 CALL &2990
80 DATA 26,0,1,26,13,12,24,25,9,18,2,14,20,3,6,15,10
100 DATA 197,229,14,7,33,255,176,17,255,166,205,206,188,225,17,59,130,193,201,0
```

THE KNIGHTLORE LOADER

```
10 OPENOUT"dum":MEMORY &10f3:CLOSEOUT
20 LOAD"knight"
30 POKE 42500,&30:POKE &1140,&4:POKE &1141,&a6:POKE &113b,1
40 POKE &113d,&d0:POKE &113e,&7:POKE &1148,&c3:POKE &1149,&f4:POKE &114a,&10
50 FOR x=&10f4 to &10fc:READ a$:POKE x,VAL("&"+a$):NEXT:CALL &1100
60 CALL &1100
70 DATA cd,83,bc,cd,7a,bc,c3,4b,11
```

OPTION 2 HEADERLESS FILES.

More useful news brings the current list to :
KUNG FU. NUMBER ONE. FRANK-N-STEIN. MR.FREEZE . RED ARROWS. SIR LANCELOT . SUBSUNK . OBSIDIAN . BOULDERDASH . CAULDRON. SPY v SPY . DOPPLE-GANGER. 3DQUASARS . GHOSTBUSTERS (re-issued version). CLASSIC INVADERS . GILLIGAN'S GOLD. WARLORD(464) CAULDRON II . CLIMB-IT. 3D BOXING. THE APPRENTICE . SKYFOX . NEXUS . ANDROID 1. BATTLE BEYOND THE STARS. MACROCOSMICA . VIEW TO KILL . GLIDER RIDER (Part) . ZUB. 180. CLASSIC AXIENS. THANATOS. XCEL. PLANIT. SACRED ARMOUR ANTIRIAD, PRO-SNOOKER SIMULATOR, QUAN TULLAH, WINTER WONDERLAND, APACHE.

AMAZINGLY several of you spotted that ANTIRIAD requires exactly the same loader as CAULDRONII - detailed below as is the fairly standard one for PRO SNOOKER SIMULATOR. THANATOS - the simplest possible loader given in NEWS 8 does work, but in some cases (as in XCEL) the drive is left "idling", so a "mod" for that if needed. SUBSUNK saved games go "headerless" to tape, and attempts to reload from disc unless the "modded" loader below is used.

SUBSUNK ENABLES TAPE SAVED GAMES

```
5 OPENOUT"D":MEMORY &e47:CLOSEOUT
10 LOAD"back1"
15 POKE &9c61,&c9 : CALL 40000
25 POKE &bd37,&cf:CALL &bd37:CALL &e48
```

PRO-SNOOKER (CODEMASTERS) ....FILES BACK1. B1.

```
10 OPENOUT"D":MEMORY 8191:CLOSEOUT
20 LOAD"BACK1"
30 POKE &bcc8,&c9: POKE &bc6e,&c9
40 CALL 8192
```

THANATOS STOPS DRIVE IDLING !

```
1 DATA 1,32,2,43,6,24,7,29
2 INK 0,0:INK 1,18:INK 2,1:INK 3,6:BORDER 0
4 MODE 1:B=&bc00:C=&bd00:FOR A=1 TO 4:READ D:OUT (B),D:READ D:OUT (C),D:NEXT A
5 MEMORY &4000
6 LOAD "!back1":POKE &8008,6:POKE &860d,&48:POKE &860e,6:POKE &8624,&5c:POKE &8625,6
7 CALL &8000
```

ANTIRIAD or CAULDRONII this works with either game.

```
10 REM ANTIRIAD OPTION 2 LOADER
15 REM FILES BACK1. and B1 TO J1
20 OPENOUT"D":MEMORY &1fff:CLOSEOUT :LOAD"BACK1
30 POKE &2001,250:POKE &2002,0:POKE &2024,&18:POKE &2025,1:POKE &203b,&2c
40 POKE &203c,1:POKE &2030,0:POKE &2031,0:POKE &2032,0
50 FOR X=320 TO 333:READ A$:POKE X,VAL("&"+A$):NEXT:CALL 320
60 DATA 21,18,20,11,fa,00,01,37,00,ed,b0,c3,00,20
```

OPTION 3 FLASHLOADERS.
The list to date: [Those that require attention of BONKEY files are marked "*".]
JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROMOLINOS*, KONG STRIKES BACK, HUNCHBACKII, ZOIDS, WINTER GAMES, ZORRO,DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GOES TO HOLYWOOD, CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNFRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II], SPYTREK, MONOPOLY*, YIE-AR KUNG FU*, BATMAN*, GREEN BERET*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE),IMPOSSIBLE MISSION,ITS'A KNOCKOUT !, NOMAD*, BOUNTY BOB STRIKES BACK, WORLD SERIES BASEBALL*.

With the newer "SPEEDLOCK", except for compilations, I don't expect much more from this OPTION. The PICBONK version of NOMAD needs a simple basic loader to correct the colours :

NOMAD PICBONK'ed, colour correcting loader.

```
1 REM: PUT COLS RIGHT ON NOMAD PICBONK TRANSFER
10 CLS:LOAD"nomad1":CALL &bbff:MODE 0:BORDER 0:FOR x=0 TO 15:READ a:INK x,a:NEXT:CALL &BE80
20 DATA 0,26,6,20,8,18,2,24,15,3,7,13,10,21,11,6
```

RAMDAM and RAMDAMX
RAMDAM
Lots of new notifications for the favourite routine of the hard pressed ! Interesting is the report of GREEN BERET being a RAMDAMX, and in preference to a BONKEY transfer ! The ?? indicate not advised - in which case it probably doesn't matter ! The RAMDAMX transfer for DOOMSDAY BLUES is effected by using the main file (20-odd blocks) only.
RASPUTIN and RUNESTONE from the same stable produce files that will not run.
SOUTHERN BELLE-A. CHIMRA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD[464]. ALIEN. BATTLE FOR MIDWAY. NONTERRAWOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN-AN. CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR. FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARQUAKE-B. THRUST-AN. SPIKY HAROLD-AN. COLLAPSE-AN. HELICHOPPER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF C5-AN. CLASSIC RACING-AN. BOMBSCARE-AN. DON'T PANIC-AN. WHO DARES WINSII-B. HOUSE OF USHER-AN. GAC-AN.FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTORC - screen not 100% but playable]. STAR AVENGER-BN. BOOTY-BN. INTERNATIONAL RUGBY-AY. KENTILLA-AY. GEMINI DATABASE. COMBAT LYNX-AN. GALACTIC PLAGUE-AN. DRAUGHTS-AN. FRUIT MACHINE-AN. SPANNERMAN-AN. HUNCHBACK-AN. MASTERCALC-AN. PYJAMARAMA-AN. STAR COMMANDO-AN. WORLD CUP-AN.S'DINOOR-AN. CYLU-AN. PAWS-BN. FIGHTER PILOT-BN. GRID TRAP-AN. GOLDEN TALISMAN-AN. TERRA-COGNITA-BN BATTLE BEYOND STARS-BN. 3DTIMETREK-AN. THE PRIZE-AN. SLAPSHOT (Anirog)-AY. FANTASIA DIAMOND-AN. IMAGINATION-BN. ARNHEM-BY. MUTANT MONTY-AN. MOONBUGGY-AN. RED MOON-??. CAESAR'S TRAVELS-AN.

RAMDAMX
REMEMBER - RAMDAMX is for programs commencing with a BINARY file ! It is possible that some of the RAMDAM have found the wrong section.
KILLAPEDE-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCE-AY. 3DGRANDPRIX-AY. REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN. HARRIER ATTACK-AY. ICONJON-AN. JEWELS OF BABYLON-AY. HEROES OF KARN-AY. FOREST AT WORLD'S END-AY. WARLORD-AY. SNODGITS-BY. ARABIAN NIGHTS-AY. GUZZLER-AN. SPITFIRE40-AN. JETBOOT JACK-AN. GEOFF CAPES STRONG LAD-AN. CODE TUTOR. CERBERUS-AN. INTERNATIONAL KARATE-BY. SLAPSHOT-AN(colours!). ATLANTIS-AN. REBELSTAR-AN(side a).TOBRUK-AY. SCOOBY DOO-BN. EXPECTATIONS-AN. ROBIN HOOD-AN (preferred OPTION 1 !), ASTERIX-BY. MACROCOSMICA-AN. TRASHMAN-AY. DYNAMITE DAN-A-N. TUBARUBA-AN. HEAVY ON MAGIC-AN. KEY FACTOR-BY. MUNCHIT-AY. FAIRLIGHT (OR RAMDAM !). MARSPORT-??. AFTERSHOCK-??. DOOMSDAY BLUES-BY. SUPERGRAN-BY. ANDROID1-AN. GREEN-BERET-??

SPECIALS
These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the odd ones that I do myself. It is VERY up to date : -
EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, SORCERY, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK,TRIVIAL PURS(main file only TLL. FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SORCERY, SILENT SERVICE, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, RUNESTONE, BIGGLES, STREETHAWK, MISSION ELEVATOR, PACIFIC, TARZAN HYPERBOWL, NINJA, DONKEY KONG, FLYSPY. HOLLYWOOD OR BUST, JAILBREAK, BACK TO FUTURE, WESTBANK BUST, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, TENTHFRAME ,WESTBANK There are a few others of minor consequence.
I MUST REMIND YOU TO CHECK THE NEW REQUIREMENTS FOR THESE, SEE PAGE 1. £6.00 per disc (including postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on.

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports.10 further reports bring the list that can tranfer via BCA;
THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE,TASWORD,PROTEXT, SORCERY+, ELITE, STRANGELOOP+
WAY OF THE TIGER,MONTY ON THE RUN,3D STUNTRIDER,LORDS OF MIDNIGHT,TANK COMMANDER,HYPERSPORTS,VIEW TO KILL,MINI OFFICE
II,TORNADO LOW LEVEL,NEVER ENDING STORY,RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE,
WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE,TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN
HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO(RAINBIRD).THE EIDOLON.
REMBRANDT, KWIKFILE(MPS), TOOLKIT(BEEBUG), TOBRUK, STARSTRIKEII, STARGLIDER, SWEEVO'S WORLD, LITTLE COMPUTER PEOPLE,
GAUNTLET****, COMPUTER HITS 6, MARSPORT, BARRY M.BOXING, BOOTS 4,3,2 PACK.
It is possible to manually crack the "cloned" disc of "self destruct" jobs but as far as BCA goes, ALIENS must rate as a "no go" along WITH with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS,SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII.
Attention is drawn to GAUNTLET, because of total of 4 reports, 3 said YES and one said NO. All were from very reliable sources ! Does it mean that there is another version ? A recent purchaser , "miffed" because his ALIENS didn't clone, said even DISCKIT3 could do HITCHHIKERS - the implication that it could do the rest is obvious. So before you report a CLONE - try DISCKIT3 as well. I can vouch for the fact that all of the single games do not transfer normally. Any running truly under CP/M will of course copy with a CP/M UTILITY.

MARILYN MONROE THE LAST "BIG BUST" [well, my favourite anyway]

TRAILBLAZER..... easy to do with an error trapped routine. First write the transfer file to your destination disc, and then transfer the short "TRAIL" file to disc with OPTION 1, STOP the tape as soon as loaded and leave it in the player. THEN run the transfer file and 1T & 2T will be written to your disc. Ignore all the funny events on screen. Simple ! Run it with TBLAZER, the "iffy" screen has been omitted for economy.

TRAILBLAZER TRANSFER

```
1 REM GET "TRAIL" TO DISC BONZO OPTION 1 STOP TAPE AS SOON AS LOADED AND
3 REM LEAVE TAPE IN PLACE THEN RUN THIS TO GET 1T & 2T
5 REM THEN USE "TBLAZER" TO RUN IT
10 L=&be80:FOR X=0 TO 3:READ A$
20 CS=0:FOR Y=1 TO LEN(A$) STEP 2:B=VAL("&"+MID$(A$,Y,2)):POKE L,B:CS=CS+B:L=L+1:NEXT Y
25 READ CX: IF CS<>CX THEN PRINT"ERROR IN LINE ";100+(X*10):STOP:ELSE 30
30 NEXT X
35 CALL &be80
100 DATA "f32100001115bf014000edb0fb21ffaf11fca60e07cdcebc2110bf0605110020d5cd77bce1cd83bc",4526
110 DATA "cd7abc21c4be2283202100c02273203e423210203ec93298bec3002031febff33a81be473a84be32",4260
120 DATA "81be783284becd80be210ebf340602110004d5cd8cbce10100043e02118082cd98bccd8fbc003ec9",4312
130 DATA "32f5be2100c022e0be21803922edbecdd9be2ae8bee93054545241494c000000",3658
```

TBLAZER

```
10 OPENOUT"d":MEMORY &3ff:CLOSEOUT
30 LOAD"1t":GOSUB 100:LOAD"2t":FOR x=300 TO 317:READ a$:POKE x,VAL("&"+a$):NEXT:CALL 300
40 DATA 31,fe,3,f3,21,0,c0,11,80,86,1,80,39,ed,b0,c3,0,4
100 CALL &bbff:MODE 0:FOR x=0 TO 15:INK x,0:NEXT:BORDER 0:RETURN
```

SUNDRIES

Two answers to the GPO question [NEWS 8], confirm that recorded items such as tapes and discs CAN be affected by the GPO AUTO-SORT machinery. If the packaging material is not VERY thick it is advisable to indicate the contents of the package on the outside. Methinks it may be pretty thick to do just that ! Suffice to say I reckon in critical cases it would be a good idea to wrap the items in kitchen foil.
JAMIE sent in a beautiful list of pokes and goodies for that excellent game IKARI WARRIORS, unfortunately we are fast running out of space, but if you'd like a copy I'll happily oblige - just a SSAE please.
I often receive specific enquiries about particular transfers, it does help (in view of the ever increasing number of re-issues with different loaders) if the enquiry is accompanied by the tape (or a copy) of the game in question. I too often have to speculate, where I may be able to give a precise answer.
NEWSWEEP Single drive use - simply tag files as usual and nominate destination disc as "B" - what a good trick !

HITS 10 III

Reported several times that they all go except HERBERTS DUMMY RUN, mostly OPTION 1. I don't have all the individual details but I do know that some of you are stuck with only 7 or 8 transferred.

NEIL MacDougall's BANKRAID

The BANK RAID program from Neil caused much interest in issue number 8, and Neil has since written enclosing two super programs that virtually automate the routine for 6128 owners. I was to print the files in this issue, but having established that 3 full pages would be needed, I thought instead I would print Neil's explanatory letter. You will soon know whether the files are for you, and they are extremely good. I would suggest that a disc, return postage, and a suitable donation to Neil's coffee-fund would be appropriate, and will get you an excellent supplementary to your armoury !

Dear Colin,

Thanks for NEWS 8 and for printing my "bits" in the newsletter. I was very impressed with the choice of the name "BANKRAID" for my program which was printed. Since writing the program , I have developed it and produced two programs , which help the user to use BANKRAID.

The first file is Bankraid itself. This version is "AUTOMATIC" and uses a nifty (If I say so myself !!) routine to save the first page of ram (0000 to &4000) into an extra bank. After the program has loaded , and control has passed to bankraid , the memory is saved to the extra banks , and the original ram is paged back in. Using this method , I have been unable to find a program which when intercepted properly , will not transfer the ram to extra ram and then soft reset.

Bankraid requires 2 parameters . They are :-

INTERCEPT AT ? &xxxx - This will place the bytes C3aaaa at address xxxx once a file has been loaded from tape. The file will be patched with Bankraid's address and then will be executed.

PLACE ROUTINE WHERE ? &aaaa - This will place Bankraid at address aaaa . The above 3 bytes will be altered to reflect the new position of Bankraid . In most cases , a safe place where Bankraid can hide is different , and so altering the address aaaa can easily be done to change where Bankraid actually "lives".

After these two parameters have been entered and a small pause , the colours will revert to normal , the screen will clear .and the message "Press PLAY and any key" will be displayed . Following this message will cause the tape to start and the first file on the tape (as long as it's an executable file) will be loaded , patched and run .

If all's well , the machine will soft reset after the program has finished loading and the screen has filled with garbage . Now you can sit holding down CTRL + ESC + SHIFT and not loose the stored memory (no , don't touch the switch at the back !!) Oh yes !!! The second program GRABSWAG will retrieve the stored memory and dump it to disc and create a usable file which can be used to restore the originally saved program. GRABSWAG requires several parameters. Here they are in order of appearance :- Filename ? name$ - The program will ask for a name which must be AMSDOS compatible and must have at least 1 and no more than 7 characters.

Include screen [y / n] - Some programs store hidden data in the screen and so it is necessary to store the screen picture on disc. It is usually these programs that change the physical size of the screen. If you aren't fussy , you may as well include the picture.

After a few WHIRRSSS of the disc motor , several files will be on the disc and the screen will have cleared . You will notice yet more requests for information . They are :-

Start address - This refers to where the program actually executes once it has loaded.

Length of last file - This will almost always be 4000 (that's in hex) and refers to how much memory will be paged into the space &8000 to &c000. Usually you will want to restore the whole thing , but in programs such as EQUINOX , restoring the whole thing will cause the program to fail.

Load address - This is where the program loads to . Bankraid saves all the memory from 0 to &ffff , and this address determines the offset from 0 to load the first block to :-
    first block
    000 - &4000
    768 - &42C0 Avoids loading to address' below 768 and thus frees this space for the disc loader.

If you are not sure of the meaning of this , insert 100 (hex again) as your reply or look at the values included as examples. Loader's address - The loader which loads the program must live somewhere . This address will tell the program where to position it . It should be noted that any address over &8000 will affect the move address . As if you page &4000 bytes at address &8000 , you're loader routine will be wiped out , and the machine will crash . A safe address is &bf00 , with the move address reduced from &4000 to &3f00.

Small screen ? - Answer Y / N . Mikro-Gen loaders often set the screen size differently . This will alter the size to that of the Spectrum.

Call address ? - Some Mikro-Gen programs perform an important CALL before jumping to the start address . These CALL's often change the screen size , colours etc. You may insert one call address before the start address is jumped to . If you do not wish to call a routine , simply enter 0.

Screen mode ? 0-2 - Most programs need a certain mode to run in , or else they will look very funny . Decide on which one you would like , and enter it here .

So far so good ! I hope you left the disc with the saved files on it in the disc drive. A runable file will be put on the disc, Running it will restore the program to all it's glory ! Good luck !!!

I hope you find this program of some use . It may well help to reduce the number of SPECIALS.
[I hope so too ! CH.]

Yours Sincerely,
Neil MacDougall

130 Robin Way
Chipping Sodbury
BRISTOL
BS17 6JS

MEDDLERS WANTED

Anxious to get in touch with fellow meddlers in their own areas are,

DANIEL GIBBS, 8 CHURCH STREET, CARHARRACK, REDRUTH, CORNWALL [TEL (0209) 820367]

STEWART RUSSELL, 140 CAPELRIG ROAD, NEWTON MEARNS , GLASGOW G77 6LA

The advantages of knowing someone locally are obvious, and the benefits of two heads on one problem save hours of frustration - I know !

CURSED BE THE CITY

It is very rare that I recommend a program, this is I believe only the second time in 3 years; but I received a copy of an excellent adventure from INCANTATION, it is well written and presented - and unusually with a proper plot and a calculated challenge to the intellect. Whether or not you are an adventure "fiend" you WILL enjoy this, and the price is ridiculously low to "meddlers".

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BONZO DOO DAH

This being the last time I'll use the NEWS to advertise, I have what I believe to be the best program I have written, over 20K of M/code for a versatile disc management system, without recourse to C/PM. DOO DAH is not a fistful of basic programs hung together with a menu and constant re-loading - but IS a purpose designed functional utility.
FEATURES: A REALLY USABLE 203K DISC FORMAT - BIGBONZO, complete with the essential filecopy program to transfer files between standard/ BIGBONZO/ and most other large formats. Unlike the SIREN offering BONCOPY can handle files of up to 42683 bytes, TEXT FILES, BINARY FILES, ASCII and other program generated files. Designed with the game player in mind, MOST games transferred by BSM will run under BIGBONZO format.
A special DISC-DISC copier will easily copy any large format disc, as well as all standard and a large proportion of "funny" formats. It'll make a "pukka" copy of a PCW disc - if you really want to !
A CATALOGUE facility that reads straight from the DIRECTORY tracks of BIG FORMATS, STANDARD FORMATS, and will often give correct details from commercial "funnies". All hidden files are revealed showing USER/DIR/SYS/LENGTH etc.
A FULL DIRECTORY EDITOR, implemented by single key pushes for USER/ ERASE / UNERASE / SYS / DIR and a neat method of changing file names. No flipping between PART ONE and TWO - the full directory is displayed on one screen !
A COMPLETE TRACK/SECTOR EDITOR, again a FULL SECTOR to a screen display. cursor driven editting and flip between ASCII and HEX editting. A unique feature is the ability to "RESTORE" A SECTOR to how it was read - if alterations get out of hand !
FILE LOCATIONS, the TRACK/SECTOR positions are located and displayed,so that you can pre-determine any areas you wish to edit
DISC SEARCH,finds rapidly, any string in HEX or ASCII on the disc, and will display ready to edit.
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Newsletters, about 8 a year, back issues 50p each plus SSAE, and note All of 1986 (1 to 7) with only the chatter missing have been compiled into a 10 page summary - price 1.75 only ! Next NEWS around mid-April,get your SSAE'S to me in good time !
My thanks to many of you for your patience during the last DOO DAH months; BACK TO NORMAL SOON. Regards, Colin. NEMESIS